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<b>Term:</b>	L4 and (file near system)	 
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A method and system for reliably performing extra-long operations in a reliable state-full system (such as a file system). The file system includes a ...

[www.freepatentsonline.com/6751635.html](http://www.freepatentsonline.com/6751635.html) - 48k - [Cached](#) - [Similar pages](#)

**MANIPULATION OF ZOMBIE FILES AND EVIL-TWIN FILES - Patent EP1311948**

This separate portion of the file system is called the **zombie file space** ... The method of claim 1, wherein said second **file space** is a **zombie file space**. ...

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**File deletion and truncation using a zombie file space - US Patent ...**

File deletion and truncation using a **zombie file space** - US Patent 6751635 from Patent Storm. A method and system for reliably performing extra-long ...

[www.patentstorm.us/patents/6751635-claims.html](http://www.patentstorm.us/patents/6751635-claims.html) - 27k - [Cached](#) - [Similar pages](#)

**Gmail, Yojimbo, Elggspaces, Biz Cellphones, Hydrogen « Info-Zombie**

**Info-Zombie**. A gooey, squishy mashup of technology. Thu 9 Nov 2006 ... a quick note to say that Elgg Spaces is now free with unlimited users and **file space**. ...

[richardbrackin.wordpress.com/2006/11/09/gmail-yojimbo-elggspaces-biz-cellphones-hydrogen/](http://richardbrackin.wordpress.com/2006/11/09/gmail-yojimbo-elggspaces-biz-cellphones-hydrogen/) - 9k - [Cached](#) - [Similar pages](#)

**Monstee's Cave: 06.2005**

... up in new cave and giving him all the shiny new backend stuff and **file space**. ... I'm glad the surge in popularity in the **zombie** genre finally allowed ...

[www.meamonstee.com/archives/2005\\_06\\_01\\_monsteescave\\_archive.html](http://www.meamonstee.com/archives/2005_06_01_monsteescave_archive.html) - 58k - [Cached](#) - [Similar pages](#)

**tallghost**

... but my account is somehow messed up so that I can't manage my **file space** (in ... A **zombie** walk usually terminates in a graveyard, but not always. ...

[tallghost.blog-city.com/](http://tallghost.blog-city.com/) - 28k - [Cached](#) - [Similar pages](#)

**UCI's NACS News**

(This intermediate computer is called a **Zombie**). ... future through UCInetID authentication, including access to network **file space** for EA and E4E users. ...

[www.nacs.uci.edu/news/2001.4.html](http://www.nacs.uci.edu/news/2001.4.html) - 10k - [Cached](#) - [Similar pages](#)

**[PDF] Using Strategic Firewall Placement to Mitigate the Effects of ...**

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**file space**, or any other resource that is necessary for normal operation. ... DDoS attack is typically referred to as a '**zombie**' or 'bot.' ...

[www.eng.auburn.edu/users/hamilton/security/Workshop2004/Strategic%20Firewall%20Placement.pdf](http://www.eng.auburn.edu/users/hamilton/security/Workshop2004/Strategic%20Firewall%20Placement.pdf) - [Similar pages](#)

**John Kenneth Muir's Reflections on Film/TV: TV REVIEW: <em>Masters ...**

But - shock - the **zombie** soldiers are against the war. ... Retro TV **File - Space**:1999 · Retro TV **File - Space** Academy · Retro TV **File - Star Trek**: The ...

[www.inblogs.net/reflectionsonfilmandtelevision/2006/01/tv-review-masters-of-horror-homecoming.html](http://www.inblogs.net/reflectionsonfilmandtelevision/2006/01/tv-review-masters-of-horror-homecoming.html) - 95k - [Cached](#) - [Similar pages](#)

**[PPT] BSD Design Overview**File Format: Microsoft Powerpoint - [View as HTML](#)**zombie.** process. wait(). fork(). execve() ... special kind of pipe, appears in **file space**; one process uses open() for reading; one process uses open() for ...[www.hpdc.syr.edu/~chapin/cis657/design.ppt](http://www.hpdc.syr.edu/~chapin/cis657/design.ppt) - [Similar pages](#)Result Page:    [1](#) [2](#) [3](#) [4](#) [5](#) [6](#) [7](#) [8](#) [9](#) [10](#)    **[Next](#)**Get organized for the new year with [Google Desktop](#).

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L1: Entry 1 of 1

File: USPT

Jun 15, 2004

US-PAT-NO: 6751635

DOCUMENT-IDENTIFIER: US 6751635 B1

TITLE: File deletion and truncation using a zombie file space

DATE-ISSUED: June 15, 2004

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
Chen; Ray	Campbell	CA		
Edwards; John K.	Sunnyvale	CA		
Patel; Kayuri	Cupertino	CA		

US-CL-CURRENT: 707/200; 707/10, 707/202, 707/206

CLAIMS:

What is claimed is:

1. A method of operating a file server, comprising the steps of: identifying a file for deletion or truncation; making said file unavailable to system users in a first file space; linking said file to a second file space used for longer file operations than those performed in said first file space; freeing blocks of said file while maintaining file consistency between check-pointed intervals; and delinking said file from said second file space and making said file available to system users in said first file space if said file was identified for truncation.
2. The method of claim 1, wherein said file is a composite file.
3. The method of claim 1, wherein each element of said composite file is deleted or truncated separately.
4. The method of claim 1, wherein deleting or truncating said file is performed in atomic units.
5. The method of claim 1, wherein said second file space is a zombie file space.
6. A method of operating a file server, comprising the steps of: identifying a file for truncation; making said file unavailable to system users in a first file space; moving a portion of said file to a second file; linking said second file to a second file space used for longer file operations than those performed in said first file space; making said file available to system users in said first file space; and deleting said second file while maintaining file consistency between check-pointed intervals.

7. The method of claim 6, wherein deleting said second file is performed in atomic units.

8. The method of claim 6, wherein said second file space is a zombie file space.

9. A file server, comprising: a processor; memory; a network interface; and mass storage; wherein said processor operates under program control in said memory to control access to said mass storage, said program control including the steps of: (a) identifying a file for deletion or truncation; (b) making said file unavailable to system users in a first file space; (c) linking said file to a second file space used for longer file operations than those performed in said first file space; (d) freeing blocks of said file while maintaining file consistency between check-pointed intervals; and (e) delinking said file from said second file space and making said file available to system users in said first file space if said file was identified for truncation.

10. The file server of claim 9, wherein said file is a composite file.

11. The file server of claim 9, wherein each element of said composite file is deleted or truncated separately.

12. The file server of claim 9, wherein deleting or truncating said file is performed in atomic units.

13. The file server of claim 9, wherein said second file space is a zombie file space.

14. A file server, comprising: a processor; memory; a network interface; and mass storage; wherein said processor operates under program control in said memory to control access to said mass storage, said program control including the steps of: (a) identifying a file in said mass storage for truncation; (b) making said file unavailable to system users in a first file space; (c) moving a portion of said file to a second file; (d) linking said second file to a second file space used for longer file operations than those performed in said first file space; (e) making said file available to system users in said first file space; and (f) deleting said second file while maintaining file consistency between check-pointed intervals.

15. The file server of claim 14, wherein deleting said second file is performed in atomic units.

16. The file server of claim 14, wherein said second file space is a zombie file space.

17. A memory storing a program, said program comprising the steps of: identifying a file for deletion or truncation; making said file unavailable to system users in a first file space; linking said file to a second file space used for longer file operations than those performed in said first file space; freeing blocks of said file while maintaining file consistency between check-pointed intervals; and delinking said file from said second file space and making said file available to system users in said first file space if said file was identified for truncation.

18. The memory of claim 17, wherein said file is a composite file.

19. The memory of claim 17, wherein each element of said composite file is deleted or truncated separately.

20. The memory of claim 17, wherein deleting or truncating said file is performed in atomic units.

21. The memory of claim 17, wherein said second file space is a zombie file space.

22. A memory storing a program, said program comprising the steps of: identifying a file for truncation; making said file unavailable to system users in a first file space; moving a portion of said file to a second file used for longer file operations than those performed in said first file space; linking said second file to a second file space; making said file available to system users in said first file space; and deleting said second file while maintaining file consistency between check-pointed intervals.

23. The memory of claim 22, wherein deleting said second file is performed in atomic units.

24. The memory of claim 22, wherein said second file space is a zombie file space.

25. The method of claim 1, further comprising the steps of delinking said file from said second file space and making said file available to system users in said first file space if said file was identified for deletion.

26. The file server of claim 9, wherein said program control further includes the steps of (f) delinking said file from said second file space and making said file available to system users in said first file space if said file was identified for deletion.

27. The memory of claim 17, wherein said program further comprises the steps of delinking said file from said second file space and making said file available to system users in said first file space if said file was identified for deletion.

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**JackieRyan26**

12-20-2001, 11:30 AM

How can you find a zombie file on the system. I have been in the database side of the system to search for Orphan files removed the orphan files, but still got the zombie file. When you run a top command it says there is a zombie process that is running I would like to find it. How can i do that?

Thanks

**PxT**

12-20-2001, 01:07 PM

A zombie process is created when a parent process dies without cleaning up its children properly. AFAIK there is nothing you can do to clean them up after the fact except reboot. They generally dont cause any harm though. If you are seeing many zombies you should investigate which program is causing them and fix the problem.

**JackieRyan26**

12-20-2001, 01:31 PM

Thank you that is what i thought but was not too sure and i am not going to kill it since it is my complete database that caused this zombie process.

Thanks

**WayneYang**

12-20-2001, 10:47 PM

About zombie processes, I have several opinion.

1) The cause lead to generation of zombie is, when the child processes stop (as you know, a signal of SIGCHLD will be sent to the father process), normally the father should do something with the signal SIGCHLD with the system call wait() or waitpid(). But if the father process encounters a logical error in his internal procedure. certainly the signal SIGCHLD is blocked. so the father can not release the resource occupied by his child processes. you can run 'ps -ef|grep defunct' to search all the zombies.

2) To solve this problem. you can kill the father process of all the dufunct processes. the initial process 'init' will release all the zombies automatically.

Another thing, I am from China. So my english language may be not good enough to interpret all your doubtness! Thank you!

**Perderabo**

12-21-2001, 09:43 AM

I basicly agree with WayneYang. Every time you see a zombie on ps, look at the ppid field to find the parent program that is ignoring the death of its children. That program really has a bug and it should be fixed. And if you kill that parent, init will inherit the zombies and reap them.

But there is nothing wrong with ignoring SIGCHLD. Lots of well behaved programs simply issue the wait() call at the proper time.

**harismn**

01-15-2002, 02:20 AM

try this:

```
while ((ret = waitpid((pid_t)-1, &status, WNOHANG)) != 0) {  
    printf("ret : %d", ret);  
}
```

put this in your main loop and it will remove all defunct processes.

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**Black and White 2 Files - **Zombie** Hand Info**

This is a file which gives you the **zombie** hand from BOTG. Install: put bhand in  
 "C:\Program Files\Lionhead Studios\Black & White 2\Data\ctr" ...  
[blackandwhite2.filefront.com/file/Zombie\\_Hand;65448](http://blackandwhite2.filefront.com/file/Zombie_Hand;65448) - 64k - [Cached](#) - [Similar pages](#)

**Black and White 2 Files - Be The **Zombie** God Info**

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[blackandwhite2.filefront.com/file/Be\\_The\\_Zombie\\_God;65142](http://blackandwhite2.filefront.com/file/Be_The_Zombie_God;65142) - 66k -  
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**Jedi Knight Files - **Zombie** Reborn Info**

**Zombie** Reborn - I think this author has skipped my #1 step on how to make a skin: have  
 something in mind before you start. Jabbing random buttons in phot...  
[jediknight2.filefront.com/file/Zombie\\_Reborn;74532](http://jediknight2.filefront.com/file/Zombie_Reborn;74532) - 72k - [Cached](#) - [Similar pages](#)

**Dictionary of Norton Internet Security and Norton Personal ...**

In addition, popular antivirus programs such as Norton AntiVirus can detect specific **zombie**  
**files** and remove them from your computer. ...  
[service1.symantec.com/.../2002042913273736?Open&](http://service1.symantec.com/.../2002042913273736?Open&docid=2002025848020166&nsf=nip.nsf&view=pdfdocs)  
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**Half-Life 2 Files - Half-Life 2: The Fallen: **Zombie** machinima Info**

Half-Life 2: The Fallen: **Zombie** machinima - Filmed in Gmod9, I like to think of this as my  
 best piece. It uses 4 faceposer scenes (just to play the ...  
[halflife2.filefront.com/file/HalfLife\\_2\\_The\\_Fallen\\_Zombie\\_machinima;74307](http://halflife2.filefront.com/file/HalfLife_2_The_Fallen_Zombie_machinima;74307) - 76k -  
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**Half-Life 2 Files - Half-Life **Zombie** Panic v1.0 Full Patch Info**

Half-Life **Zombie** Panic v1.0 Full Patch - **Zombie** Panic, a **zombie**-survival mod for Half-Life  
 1, has released version 1.0. Check the readme for a list of ...  
[halflife2.filefront.com/file/HalfLife\\_Zombie\\_Panic\\_v10\\_Full\\_Patch;49496](http://halflife2.filefront.com/file/HalfLife_Zombie_Panic_v10_Full_Patch;49496) - 78k -  
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**.[ packet storm ]. - <http://packetstormsecurity.org/>**

**File Name:**, **zombie.tar**. **Description:**, **Zombie** Zapper Unix version 1.0 - **Zombie** Zapper  
 [tm] is a free, open source tool that can tell a **zombie** system flooding ...  
[packetstormsecurity.nl/distributed/zombie/](http://packetstormsecurity.nl/distributed/zombie/) - 30k - [Cached](#) - [Similar pages](#)

**The Movies Files - **Zombie** Panic 2 Info**

**Zombie** Panic 2 - This is a simply amazing movie by "Hitman Games". It is a story about  
 "Luke" and his girlfriend, zombies have risen o...  
[themovies.filefront.com/file/Zombie\\_Panic\\_2;68765](http://themovies.filefront.com/file/Zombie_Panic_2;68765) - 62k - Jan 19, 2007 -  
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To: slug@xxxxxxxxxxx; Subject: [SLUG] **zombie file**? From: James Gregory

<james@xxxxxxxxxxx>; Date: Sun, 02 May 2004 16:41:10 +1000 ...

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To: slug@xxxxxxxxxxx; Subject: Re: [SLUG] **zombie file**? From: Rob Weir

<rweir@xxxxxxxxxxx>; Date: Tue, 11 May 2004 20:49:04 +1000; User-agent: Mutt/1.5.6i ...

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**Zombie** - Skin rating: \* \* (out of four) Bot Support: No NPC Support: No Team Support: No New Sounds: No Dark DuDe's "**Zombie**" c...

[jediknight2.filefront.com/file/Zombie;50185](http://jediknight2.filefront.com/file/Zombie;50185) - 82k - [Cached](#) - [Similar pages](#)

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File deletion and truncation using a **zombie file** space - US Patent 6751635 from Patent Storm. A method and system for reliably performing extra-long ...

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'Zombies' file lawsuit against city of Mpls. ... The lawsuit claims the **zombie** event was intended to "satirize contemporary commercial culture" and the ...

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**[Reason Magazine - Hit & Run > Zombies of the World, Unite](#)**

I love zombies, but I'm bored by **zombie** films. There is nothing new left. The plot of every **zombie file**: 1. a handful of people hold up in some make-shift ...

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